

VERSION 20.0

11/29/2024

Product release notes

PIERO Sports Analysis Graphics

PRODUCT RELEASE NOTES

ROSS



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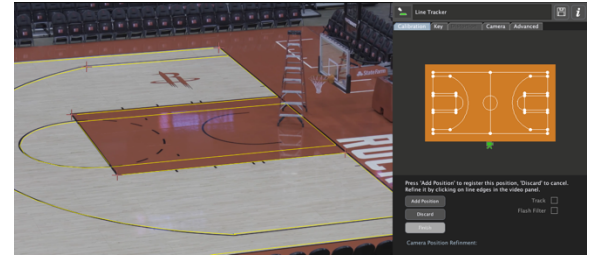


VERSION HISTORY

VERSION 20.0 – November 2024

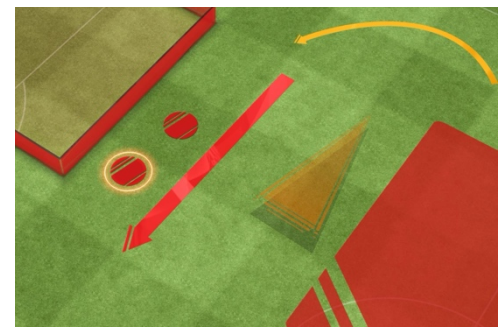
WHAT'S NEW

- **Live Basketball Optical Tracking**
 - PIERO is now optimised for live basketball optical tracking.
 - Optimisation for the Shot Clock Effect and advert placement has been introduced.
 - A new Keyer has been introduced for Calibration.



Live Basketball Optical Tracking

- **ST-2110 Support for PIERO Live**
 - PIERO Live now supports ST-2110 video as an input. Compatible hardware required.
- **New Default Asset Themes**
 - Two sets of default graphical assets have been added for users to freely use: Flat Lines and Alpha Stripes
- **New Effect Handles**
 - New and improved Effects handles make it easier for users to manipulate effects and find buried effects.



Flat Lines Asset Theme

IMPROVEMENTS

- **Caption Effect (Touch):** Options for both tracked and non-tracked caption effects are available in Touch.
- **OPTA Data Visualization:**
 - Added Support for Competition IDs in OPTA Plugin granting access to new leagues.
 - Added AFC World Cup Qualifiers to OPTA Plugin.



New Handles on the Area Effect

- **Line Tracker:** Under-the-Hood improvements to optimise Line Tracking.
- **PIERO Voyager/Unreal Plugin:** Team Lineup player numbers can now be added in the PIERO Voyager plugin.
- **Presets:**
 - Graphical indications on Effects presets will specify if presets are unable to load correctly.
 - Improved error reporting when invalid presets are loaded.
- **Virtual Grid Effect:** It is now possible to 'select all' markers on the Vertical Grid Effect to edit simultaneously.
- **MainConcept:** Upgraded to 15.1.



Select All in Virtual Grid Effect

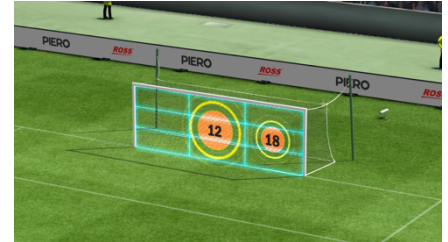
BUGS ADDRESSED

- American Football: bug fixed where FCF field model caused discrepancies with other field models.
- Batter Plate Calibration: fixed a bug where incorrect elements were displayed in the Advanced Tab.
- Incorrect Help/Info details updated.
- Key Tab: fixed a bug where selections weren't being correctly saved.
- KLT Cable Cam: exceptions when deleting the KLT Cable Cam calibration from the stack fixed.
- Texture Tracking: fixed tracking anomalies in the Texture Tracker.

VERSION 19.7 – October 2024

WHAT'S NEW

- Vertical Grid Effect
 - The Vertical Grid Effect allows vertical analysis both inside and outside the goal.
 - Supported by the PIERO/Voyager plugin.
 - Supports OPTA data for Soccer/Football.
 - Available currently for Soccer/Football and American Football.



In Vertical Grid Effect

IMPROVEMENTS

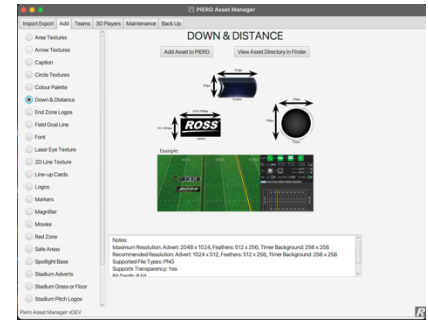
- Down & Distance Effect
 - TGA Sequences can now be used to animate D&D Feathers, utilising looping points.
 - Datalinq network handling improvements have been implemented.
 - Red Zone Effect improvements:
 - A new 'Auto Animate' function enables automatic on/off animating of the Red Zone, according to ball-on yardage in the Down & Distance Effect.
 - New Red Zone Perimeter Line functionality draws a line around the perimeter of the Red Zone, when enabled.
 - Auto text field selection has been added to the D&D text UI properties to speed up data entry.
 - Advert Logging has been added to log the duration adverts are animated on air.
 - Down and Distance Live Shortcut: F8 will now select the Down and Distance Effect in PIERO Live.



Animated Feather

- **Asset Manager**

- Calibration Preset support: The Asset Manager can now backup calibration presets.
- The 'Add' tab has been updated to make file requirements clearer.
- Asset examples are illustrated, to better convey how an asset is used.



Asset Manager UI Improvements

- **PIERO Live**

- An 'eye' icon has been added for all effects in the Live UI, to hide individual effects within groups while live.
- Calibration rows can be moved to different camera groups.
- Improved PIERO Live Keyboard Shortcuts: Improvements to calibration shortcuts and in/out transitions. See "Shortcuts" help page in the PIERO Settings tab for details.
- Improved default positions added for Virtual Camera.



Live Interface Improvements

- **Dual Text Lines:** Text Effects including Range and Timer can now have an additional line of text.
- **Marker:** Anti-clockwise rotation has been reinstated for all Marker types supporting spin speed.
- **Virtual Ball:** Keyframe navigation has been added for the Virtual Ball.

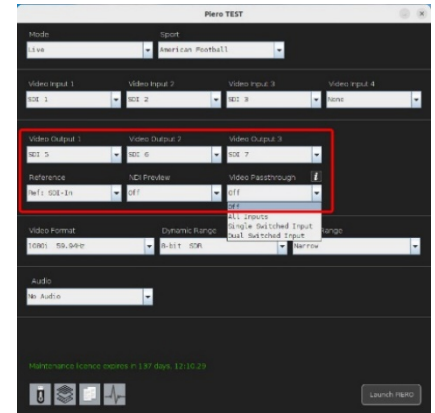
BUGS ADDRESSED

- Fixed an issue on AJA systems where an intermittent color bars flash was introduced to the SDI video stream.
- Caption Track: bug causing Caption Track to not display on output in HDR (Slog3) fixed.
- Caption Touch Effect: unresponsive properties within the Caption Touch Effect fixed.
- Non-fatal exception caused when setting effect IN point shortcut fixed.
- Laser Spline and Spotlight interaction artefacts fixed.
- Text Effect: fixed a bug where text size unintentionally changed when updating preset.

VERSION 19.6 – August 2024

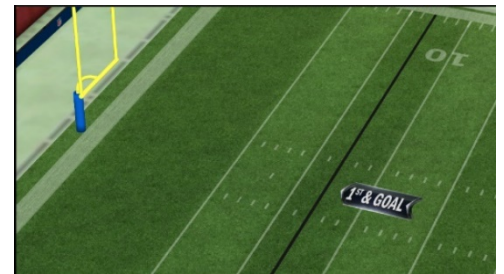
WHAT'S NEW

- 3 in 3 out Video I/O
 - Users can now have three video inputs and three video outputs on supported hardware. Video passthrough is now available too.



3 in / 3 out

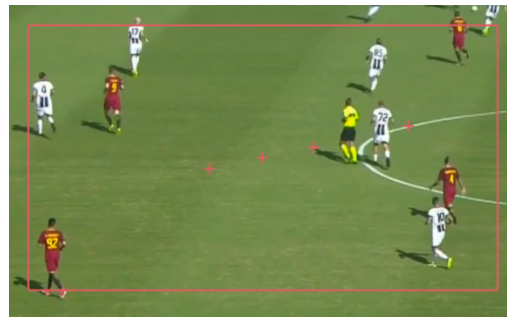
- Down & Distance (American Football)
 - Advert per down change' has been added to the “Advert Type” property of the Down & Distance effect. This new property changes the advert every time the down number changes.
 - Auto-switch to “Goal”: If ball yardage to the end zone is ten yards or less, the feather distance has been automated to read “Goal”, whether set manually using the Down & Distance property sheet, or via Datalinq.
 - Calibration click-find: In the live calibration effect pressing the 'D' key will automatically select a point on the model, based on the ball-on yardage value of the Down & Distance effect.



Auto-switch to “Goal”

- Pause Effect change
 - A 'Duration property has been introduced for the Pause effect, which allows the duration to become presettable in both file IO and video IO (SDI).

- **Quick Start Guide**
 - In the Documentation shortcut in the Launcher, a new PIERO Quick Start Guide can be found to help new users learn their way around PIERO.
- **Zoom Effect Keyframing**
 - It is now possible to keyframe the position of the zoom effect as the user wishes.



Zoom Effect Keyframing

BUGS ADDRESSED

- Fix for then live NFL calibration click find causes the pitch to sometimes disappear
- Fixed bug where using certain obscure characters passwords prevented the use of sync setup
- Fixed invalid Texture bug when using layered graphics on Movable Players.
- Fixed an issue where Matrox users could not use the Launcher shortcut to access new PIERO Releases.

VERSION 19.5 – July 2024

WHAT'S NEW

- All New M9 Platform
 - The New M9 1RU Hardware brings increased performance to PIERO as well as providing options for both SDI-3G and SDI-12G.

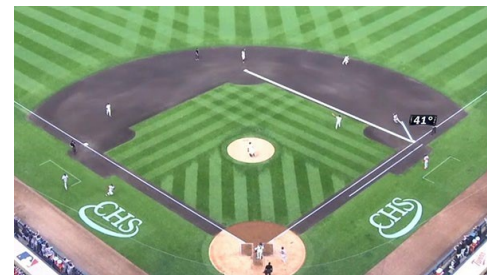
- Baseball Rounding Effect
 - The Caption Effect now offers a 2D arrow to provide more creative flexibility. The Caption Effect also supports TGA animations now.

- New and Improved Caption Effect
 - The Caption Effect now offers a 2D arrow to provide more creative flexibility. The Caption Effect also supports TGA animations now.

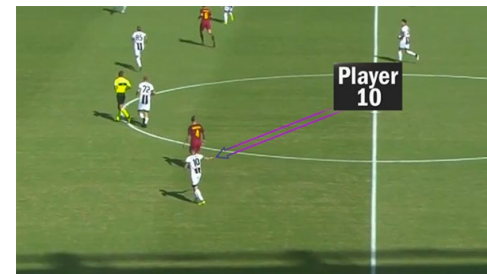
- Effect Parameter Slider
 - A new and improved Effect Parameter Slider provides the ability to manually input values.



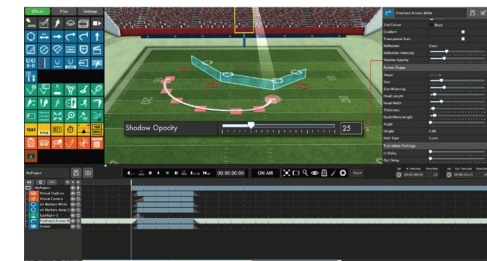
M9 Hardware



Baseball Rounding Effect



Caption Effect



Effect Parameter Slide

PERFORMANCE IMPROVEMENTS

- TGA loop properties are now available for the following effects: Area Circle, Layered Area, Laser Eye, Magnifier, Layered Arrow, and all animated Markers.
- The Magnifier Effect can now be keyframed.
- The following PIERO Keyboard shortcuts have been added for marking in and out:
 - Ctrl + I Set the current effect in Time
 - Ctrl + O Set the current effect out Timecode
 - Ctrl + Shift + I Set the current effect IN Transition Time
 - Ctrl + Shift + O Set the current effect OUT Transition Time
- Pickle Ball is now an available sport in PIERO.

BUGS ADDRESSED

- Launcher: A fix for PIERO Launcher logging on Ubuntu has been implemented.
- Movie Effect: Fixed a bug where the Movie Effect did not consistently resize correctly.
- Opta Module: Fixed an issue leading to Opta Module discrepancies in PIERO.
- NDI: Fixed a bug causing a Transport Control crash when using NDI as a main source NDI optimisation also applied.

GETTING HELP

- Product's Online Help system opens in your default web browser.
- Our 24-hour hotline service provides access to technical expertise around the clock. After-sales service and technical support is provided directly by Ross Video personnel.
- During business hours (Eastern Standard Time), technical support personnel are available by telephone.
- After hours and on weekends, emergency technical support is available. A telephone-answering device will provide the names and phone numbers of technical support and field service personnel who are on call. These people are available to react to any problem and to do whatever is necessary to ensure customer satisfaction. For serious issue which need urgent attention and tracking, please ensure you are given a ticket number and refer to this in future communications.
 - **Technical Support: (+1) 613-652-4886**
 - **After Hours Emergency: (+1) 613-349-0006**